# BT Pairing with RaspberryPi (v4.0.1\_Bluetooth\_Beta)

Please use this document to connect your RaspberryPi (Pi) running RetroPie to the AtGames' Legends Ultimate (ALU) controls over Bluetooth (BT). **Note: 1P/2P, trackball, spinner controls are supported in this release.** 

## Preparation

- Please load RetroPie OS on your own Pi, along with your games
- Connect a USB controller or keyboard to Pi to navigate its menu before establishing the BT connection.

## Instructions

### Connecting to Pi

- Plug your Pi into one of the HDMI inputs on the arcade and power the Pi on.
- Press the HDMI select button to switch to the correct HDMI channel (green LED is left, red is right HDMI port) for Pi.
  - On the Pi menu, go-to "Configure BT Devices".
- Press the HDMI select button to switch to the arcade input (blue LED).
  - Select [Settings] > BT Client. Switch to client mode and apply to set arcade as BT controllers.
- Press the HDMI switch button to go back to the Pi input.
  - Go to [Settings] > "Connect to Bluetooth Device".
  - Search for a device name similar to "HA8800-xxxx" and connect to it.
- Go to [Settings] > "Set up udev rule for Joypad (required for joypads from 8Bitdo etc)
  - Choose the "HA8800-xxxx" from the list and follow the on-screen prompt
  - You'll be asked to restart your Pi
- Pi should now be connected to the ALU controls.

#### Reconnection to Pi

If your ALU has been connected to the Pi before do the following steps to reconnect it to your PI

- Plug your Pi into one of the HDMI inputs on the arcade and power the Pi on.
- Press the HDMI select button to switch to the correct HDMI channel (green LED is left, red is right HDMI port) for Pi.
  - On the Pi menu, go-to "Configure BT Devices".

- Press the HDMI select button to switch to the arcade input (blue LED).
  - Select **[Settings] > BT Client**. Switch to client mode and apply to set arcade as BT controllers.
- Press the HDMI switch button to go back to the Pi input.
  - Go to [Settings] > "Connect now to all registered devices".
- Pi should now be connected to the ALU controls.

#### Mapping ALU control buttons

- Please open the Pi settings and map all the 1P and 2P controls.
  - The 2P controls (including joystick) are mapped to button 14~28, make sure they're all mapped to something.
  - Make sure Hotkey is mapped, you'll need it in the next step.

C	CONFIGURING GAMEPAD 1 HOLD ANY BUTTON TO SKIP	
🚥 LEFT TRIGGER		BUTTON 22
RIGHT TRIGGER		BUTTON 23
💮 LEFT THUMB		BUTTON 24
😳 RIGHT THUMB		BUTTON 25
😳 LEFT ANALOG UP		BUTTON 14
	ОК	

- Exit the Pi settings and go into any game.
- Once you're in the game, press [Hotkey] + [X] to bring up quick menu
- Navigate to Settings > Input > User 2 Binds.

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INPUT Max Users Unified Menu Controls Poll Type Behavior Menu Toggle Gamepad Combo Menu Swap OK & Cancel B. All Users Control Menu	5 ON Late None OFF ON			
INPUT Max Users Unified Menu Controls Poll Type Behavior Menu Toggle Gamepad Combo Menu Swap OK & Cancel B. All Users Control Menu All Users Control Menu Analog Stick Deadzone	5 ON Late None OFF ON 0.500			
INPUT Max Users Unified Menu Controls Poll Type Behavior Menu Toggle Gamepad Combo Menu Swap OK & Cancel B. All Users Control Menu Analog Stick Deadzone Hotkey Binds User 1 Binds	5 ON Late None OFF ON			
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- In the user 2 binds menu, make sure your set the device type and device index to match the screenshot below.

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- Select "User 2 Bind All" to map your 2P controls to a virtual User 2 device following the prompt (or manually map it yourself).

- You should be able to use the P2 controls in 2-player games now.

## Note

- Bluetooth Host mode is not fully supported in this release, please refrain from using it
- Please power cycle your arcade after the firmware update to enable BT connectivity.
- If you lose connectivity, please remove the device from Pi's BT list and follow the instructions again.
- v4.0.1\_Bluetooth\_Beta is a beta release specifically made for BT connections, other features are not guaranteed to work
- This guide was done using a Raspberry Pi 3B+, it may not be 100% compatible with other Pi models.